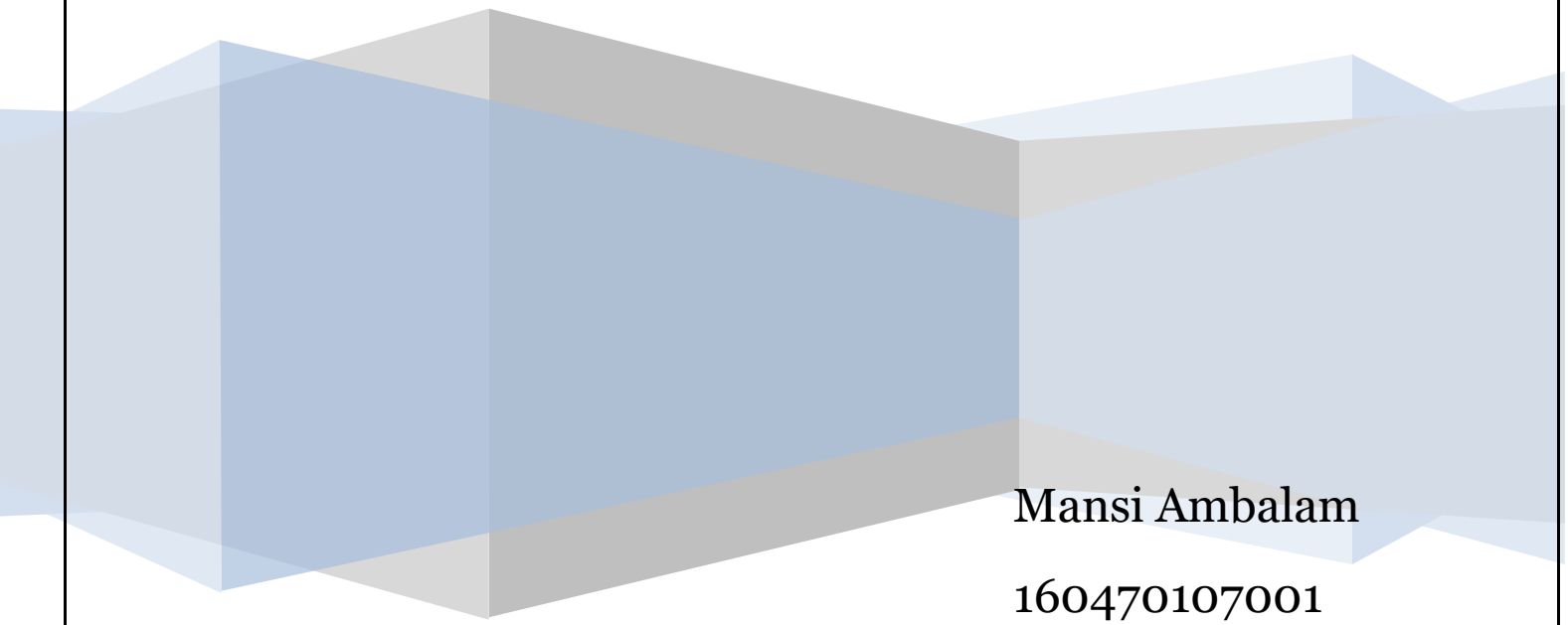
.NET PRACTICAL



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AIM :

Introduction to c#

Variables:

  Initialization

  Scope

  Constant

Predefined Data Types

  Value Types

  Reference TYpes

Flow Control

  Conditional Statements(if, switch)

  Loop(for, while, dowhile, foreach)

  Jump(goto, break, continue, return)

Eumerations

Passing Arguments

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace aim
{
    class Program
    {
              static int newint=100;
              public enum TimeOfDay
```

```
            {
            Morning = 0,
            Afternoon = 1,
            Evening = 2
            }
        public static void Main(string[] args)
        {
            Console.WriteLine("\n integer types");
            sbyte sb = 10;
            short s = 33;
            int i = 10;
            long l = 33L;
            byte b = 22;
            ushort us = 33;
            uint ul = 33u;
            ulong ulo = 33ul;
            Console.WriteLine("{0},{1},{2},{3},{4},{5},{6},{7}", sb, s, i, l, b, us,
ul, ulo);
            float f = 1.122345656767f;
            double d = 12.1234455657878797;
            Console.Write("\nFloat and Double:\n");
            Console.WriteLine("{0} and \n{1}", f, d);
                    decimal dec=111.6666666666666666666M;
                    Console.WriteLine("decimal:\n{0} ",dec);
                    Console.WriteLine("\nBoolean:");
                    bool boolean =true;
                    Console.WriteLine("Status: " + boolean);
          //  Console.ReadLine();
                    char character ='d';
                    Console.WriteLine(character);
```

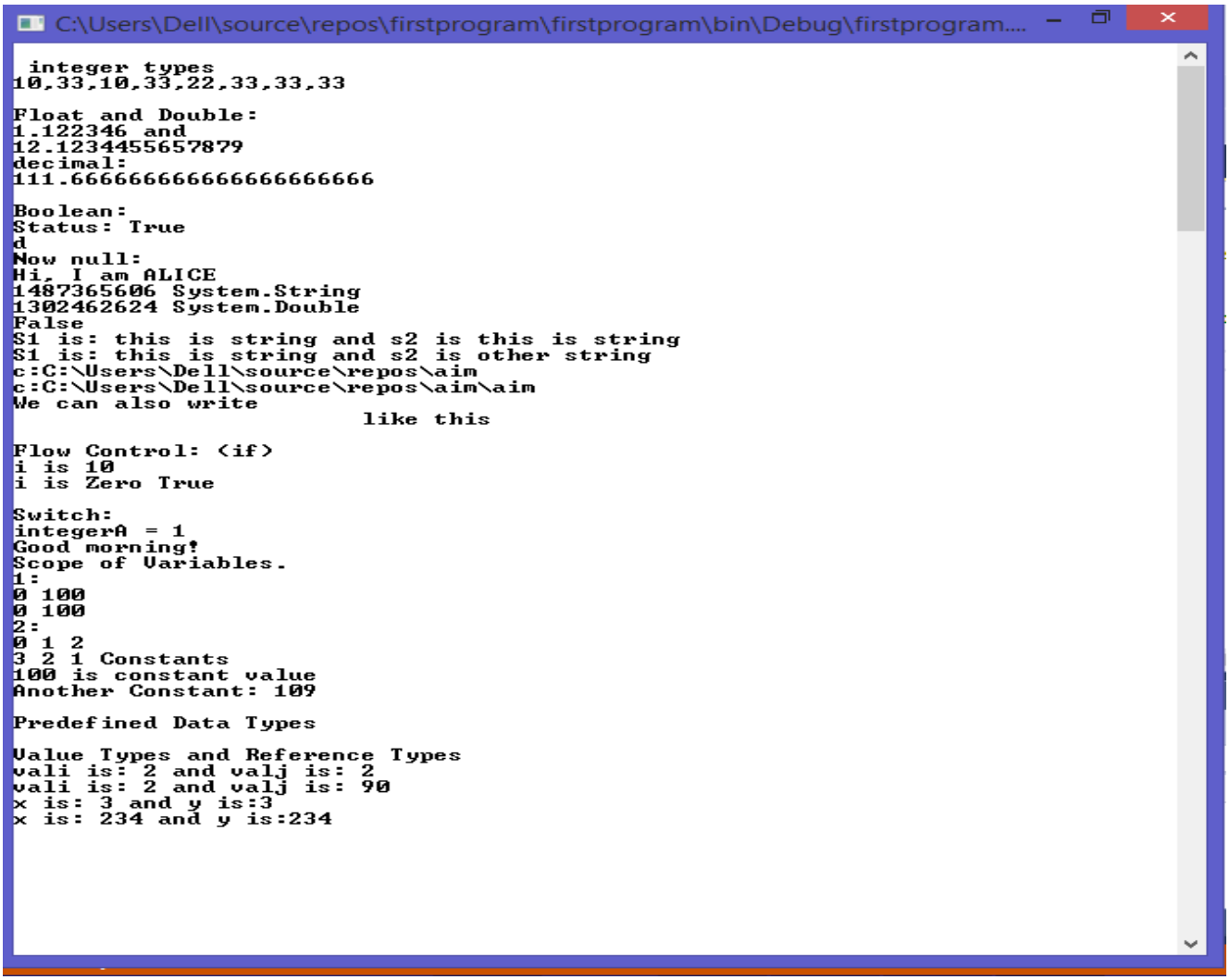
```
character = '\0';
Console.WriteLine("Now null: " + character);
object o1 = "Hi, I am ALICE";
object o2 = 15.3454365;
string strObj = o1 as string;
Console.WriteLine(strObj);
Console.WriteLine(o1.GetHashCode() + " " + o1.GetType());
Console.WriteLine(o2.GetHashCode() + " " + o2.GetType());
Console.WriteLine(o1.Equals(o2));
string s1, s2;
s1 = "this is string";
s2 = s1;
Console.WriteLine("S1 is: {0} and s2 is {1}", s1, s2);
s2 = "other string";
Console.WriteLine("S1 is: {0} and s2 is {1}", s1, s2);
s1 = "c:C:\\Users\\Dell\\source\\repos\\aim";
Console.WriteLine(s1);
s1 = @"c:C:\Users\Dell\source\repos\aim\aim";
Console.WriteLine(s1);
s1 = @"We can also write
like this";
Console.WriteLine(s1);
bool isZero;
Console.WriteLine("\nFlow Control: (if)\ni is " + i);
if (i == 10)
{
isZero = true;
Console.WriteLine("i is Zero {0}",isZero);
}
else
```

```
{
isZero = false;
Console.WriteLine("i is Non - zero");
}
int integerA = 1;
Console.WriteLine("\nSwitch:");
switch (integerA)
{
case 1:
Console.WriteLine("integerA = 1");
break;
case 2:
Console.WriteLine("integerA = 2");
//goto case 3;
break;
case 3:
Console.WriteLine("integerA = 3");
break;
default:
Console.WriteLine("integerA is not 1, 2, or 3");
break;}
WriteGreeting(TimeOfDay.Morning);
Console.WriteLine("Argument is: {0}",args[1]);

 void WriteGreeting(TimeOfDay timeOfDay)
{
switch (timeOfDay)
{
case TimeOfDay.Morning:
Console.WriteLine("Good morning!");
```

```
                    break;
                    case TimeOfDay.Afternoon:
                    Console.WriteLine("Good afternoon!");
                    break;
                    case TimeOfDay.Evening:
                    Console.WriteLine("Good evening!");
                    break;
                    default:
                    Console.WriteLine("Hello!");
                    break;
      }     }
                    Console.WriteLine("Scope of Variables.\n1:");
            int newint=0;
                    int j;
            for (/*int*/ j = 0; j < 2; j++) //removing comment from for loop will
raise error
            {
                //int j;
                //uncomment above line to error "A local variable named 'j' cannot be
declared in this
                //scope because it would give a different meaning to 'j', which is
already
                //used in a 'parent or current' scope to denote something else"
                Console.Write("{0} {1}\n", newint, Program.newint);
            }
                    Console.WriteLine("2:");
            for (int k = 0; k < 3; k++)
            {
                Console.Write("{0} ", k);
            }//Scope of k ends here
            Console.Write("\n");
```

```
            //Console.Write(k);

            //uncomment above line to see error "The name 'k' does not exist in the
current context"

            for (int k = 3; k > 0; k--)

            {

                Console.Write("{0} ", k);

            }//scope of k ends here again


            Console.WriteLine("Constants");

                     const int valConst = 100; // This value cannot be changed.

            Console.WriteLine("{0} is constant value", valConst);

            //valConst = 45;

            //uncomment above line to see error "The left-hand side of an assignment
must be a variable, property or indexer"


            //const only allow constant variables into the expression

            const int valConst2 = valConst + 9 /* + j*/;

            //remove comments from the above line to see error "The expression being
assigned to 'valConst2' must be constant"

            Console.WriteLine("Another Constant: {0}", valConst2);


            Console.WriteLine("\nPredefined Data Types\n\nValue Types and Reference
Types");

            //Value Types

            int vali = 2, valj = vali;

            Console.WriteLine("vali is: {0} and valj is: {1}", vali, valj);

            valj = 90;

            Console.WriteLine("vali is: {0} and valj is: {1}", vali, valj);

            //Referece Types

            Vector x, y;

            x = new Vector();

            x.value = 3;
```

```
            y = x;

            Console.WriteLine("x is: {0} and y is:{1}", x.value, y.value);

            y.value = 234;

            Console.WriteLine("x is: {0} and y is:{1}", x.value, y.value);

            //If a variable is a reference, it is possible to indicate that it does
not refer to any object by setting its value to null:

            y = null;

            //Console.Write("Value for y is: " + y.value);

            //uncomment above line to see runtime exception
"System.NullReferenceException: Object reference not set to an instance of an
object."

//CTS               }

                    public class Vector

                    {

                    public int value;

                    }

 }

}
```


C:\Users\Dell\source\repos\firstprogram\firstprogram\bin\Debug\firstprogram....
integer types
10,33,10,33,22,33,33,33
Float and Double:
1.122346 and
12.1234455657879
decimal:
111.666666666666666666
Boolean:
Status: True
d
Now null:
Hi, I am ALICE
1487365606 System.String
1302462624 System.Double
False
S1 is: this is string and s2 is this is string
S1 is: this is string and s2 is other string
c:C:\Users\Dell\source\repos\aim
c:C:\Users\Dell\source\repos\aim\aim
We can also write
like this
Flow Control: (if)
i is 10
i is Zero True
Switch:
integerA = 1
Good morning!
Scope of Variables.
1:
0 100
0 100
2:
0 1 2
3 2 1 Constants
100 is constant value
Another Constant: 109
Predefined Data Types
Value Types and Reference Types
vali is: 2 and valj is: 2
vali is: 2 and valj is: 90
x is: 3 and y is:3
x is: 234 and y is:234

PRACTICAL-2

AIM:

Inheritance

Program 1

Perform following programs in c#.

1. Write console based program in code behind language VB or C# to print following pattern.

@ @ @ @ @

@ @ @ @

@ @ @

@ @

@

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace practical2

{

    class Program

    {

    static void Main(string[] args)

        {

            for(int i=5;i>0;i--)

            {

                for (int j = i; j > 0; j--)

                {

                    Console.Write("@");
```

```
                }
                Console.WriteLine(" ");
            }
            Console.ReadKey();
        }
    }
}
```

Program 2

2. Write console based program in code behind language VB or C# to print following pattern.

1

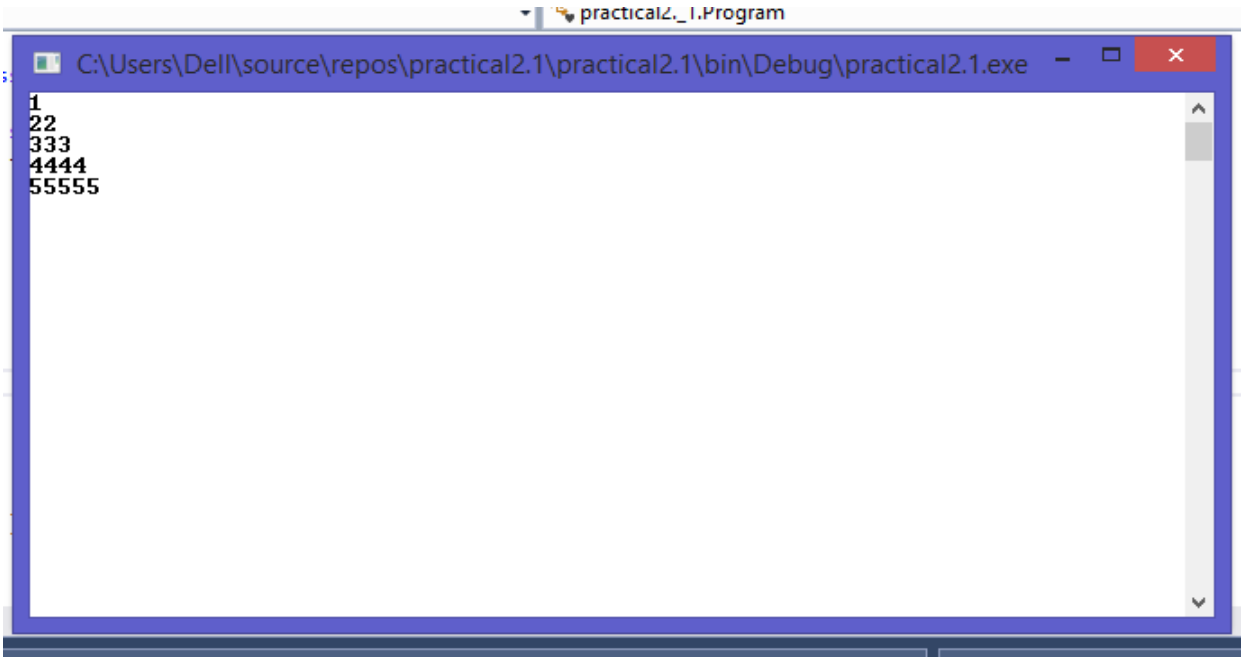
1 2

1 2 3

1 2 3 4

```
using System;
```

```
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;


namespace practical2._1
{
    class Program
    {
        static void Main(string[] args)
        {
            for(int i=1;i<=5;i++)
            {
                for(int j=i;j>0;j--)
                {
                    Console.Write("{0}",i);
                }
                Console.WriteLine("");
            }
            Console.ReadKey();
        }
    }
}
```



Program 3

3. Write C# code to prompt a user to input his/her name and country name and then the output will be shown as an example below:

Hello Ram from country India

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace practical2._2

{

    class Program

    {

        static void Main(string[] args)

        {

            string name;
```

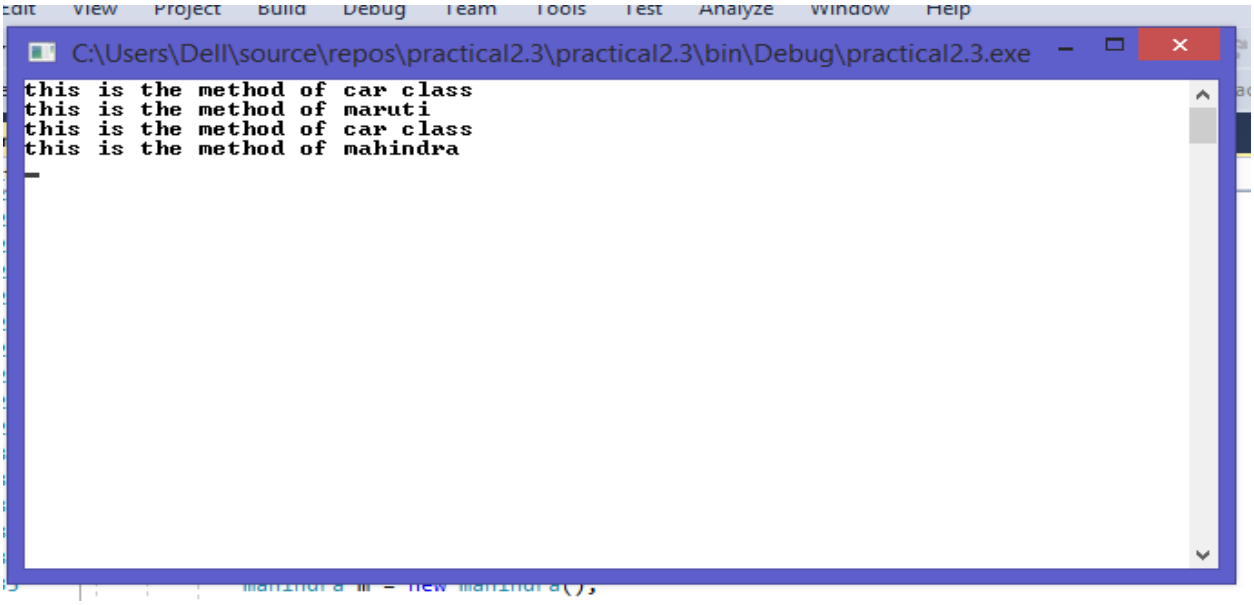
```
            string country;
            Console.WriteLine("enter your name:");
            name=Console.ReadLine();
            Console.WriteLine("enter your country:");
            country = Console.ReadLine();
            Console.WriteLine("hello {0} from country {1}",name,country);
            Console.ReadKey();
        }
    }
}
```

Program 4

What is inheritance? Create C# console application to define Car class and derive Maruti and Mahindra from it to demonstrate inheritance.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace practical2._3
{
    class car
    {
        public void Method1()
        {
            Console.WriteLine("this is the method of car class");
        }
    }
    class maruti:car
    {
        public void method2()
        {
            Console.WriteLine("this is the method of maruti");
            Console.ReadKey();
        }
    }
```

```
    class mahindra:car
    {
        public void method3()
        {
            Console.WriteLine("this is the method of mahindra");
        }
    }
    class Program
    {
        static void Main(string[] args)
        {
            mahindra m = new mahindra();
            maruti m1 = new maruti();
            m.Method1();
            m1.Method1();
            Console.ReadKey();
        }
    }
}
```


Edit View Project Build Debug Team Tools Test Analyze Window Help
C:\Users\Dell\source\repos\practical2.3\practical2.3\bin\Debug\practical2.3.exe
this is the method of car class
this is the method of maruti
this is the method of car class
this is the method of mahindra

PRACTICAL-3

AIM:

Method & constructor overloading

Program 1

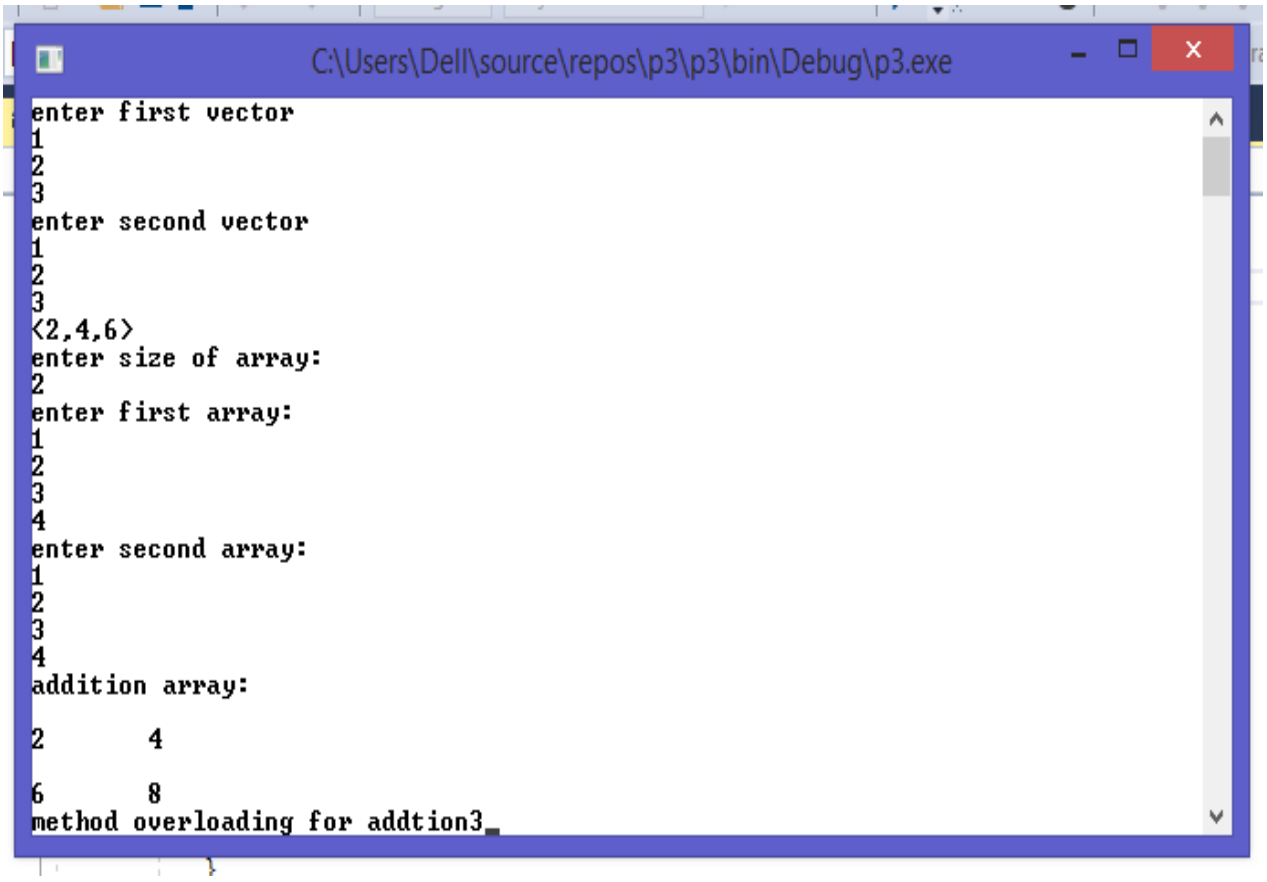
Write a c# program to add two integers, two vectors and two metric using method overloading.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
namespace p3
{
    public class Add
    {
        public void add()
        {
            int[,] m1 = new int[50, 50];
            int[,] m2 = new int[50, 50];
            int[,] m3 = new int[50, 50];
            Console.WriteLine("enter size of array:");
            int size = Convert.ToInt32(Console.ReadLine());
            Console.WriteLine("enter first array:");
            for (int i = 0; i < size; i++)
            {
                for (int j = 0; j < size; j++)
                {
```

```
            m1[i, j] = Convert.ToInt32(Console.ReadLine());
        }
    }
    Console.WriteLine("enter second array:");
    for (int i = 0; i < size; i++)
    {
        for (int j = 0; j < size; j++)
        {
            m2[i, j] = Convert.ToInt32(Console.ReadLine());
        }
    }

    for (int i = 0; i < size; i++)
    {
        for (int j = 0; j < size; j++)
        {
            m3[i, j] = m1[i, j] + m2[i, j];
        }
    }
    Console.WriteLine("addition array:");
    for (int i = 0; i < size; i++)
    {
        Console.Write("\n");
        for (int j = 0; j < size; j++)
        {
            Console.Write("{0}\t", m3[i, j]);
        }
        Console.Write("\n");
```

```
            }
        }
        public int add(int a, int b)
        {
            return (a + b);
        }
    }
        public class Vector
        {
            public void add()
            {
                Console.WriteLine("enter first vector");
                int x = Convert.ToInt32(Console.ReadLine());
                int y = Convert.ToInt32(Console.ReadLine());
                int z = Convert.ToInt32(Console.ReadLine());
                Console.WriteLine("enter second vector");
                int x1 = Convert.ToInt32(Console.ReadLine());
                int y1 = Convert.ToInt32(Console.ReadLine());
                int z1 = Convert.ToInt32(Console.ReadLine());
                int x2 = x + x1;
                int y2 = y + y1;
                int z2 = z + z1;
                Console.WriteLine("<" + x2 + "," + y2 + "," + z2 + ">");

            }
        }
  class Program
    {
```

```
        static void Main(string[] args)
        {

            Add a1 = new Add();
            Vector v1 = new Vector();
            v1.add();
            a1.add();
            int res=a1.add(1, 2);
            Console.Write("method overloading for addtion{0}",res);
            Console.ReadLine();

        }
    }
}
```



Program 2

Write a c# program that create student object. Overload constror to create new instant with following details.

1. Name

2. Name, Enrollment

3. Name, Enrollment, Branch

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Reflection;
```

```
namespace p3a1
{
    class Program
    {
        public int ID { get; set; }
        public string Name { get; set; }
        String name, branch;
        int enrol;
        public Program(String name)
        {
            this.name = name;
            Console.WriteLine("constructor 1:" + name);
        }
        public Program(String name, int enrol)
        {
            this.name = name;
            this.enrol = enrol;
            Console.WriteLine("constructor 2:" + name + " " + enrol);

        }
        public Program(String name, int enrol, String branch)
        {
            this.name = name;
            this.enrol = enrol;
            this.branch = branch;
            Console.WriteLine("constructor 3:" + name + " " + enrol + " " + branch);

        }
```

```
        static void Main(string[] args)
        {
 Program p1 = new Program("bob");
            Program p2 = new Program("bob", 1);
            Program p3 = new Program("bob", 1, "computer");
             Console.ReadLine();


        }
    }
}
```

PRACTICAL-4

AIM:

Reflection

Program 1

Create a c# program to find Methods, Properties and Constructors from class of running program.

```
using System;
using System.Reflection;
namespace ReflectionExample
{
class MainClass
{
	static void Main()
	{
	Type T =Type.GetType("ReflectionExample.Customer");
	MethodInfo[] methods =T.GetMethods();
	foreach (MethodInfo method in methods)
			{
	Console.WriteLine(method.ReturnType+" "+method.Name);
			}
	PropertyInfo[] properties =T.GetProperties();
	Console.WriteLine("\nProperties");
	foreach(PropertyInfo property in properties)
			{
	Console.WriteLine(property.PropertyType+" "+property.Name);
			}
```

```
Console.WriteLine("\nConstructors");
ConstructorInfo[] constructors =T.GetConstructors();
foreach (ConstructorInfo constructor in constructors)
            {
Console.WriteLine(constructor.ToString());
            }
        }
    }
class Customer
    {
public int ID { get; set; }
public string Name { get; set; }
public Customer(int ID, string Name)
        {
this.ID = ID;
this.Name= Name;
        }
publicCustomer()
        {
this.ID =-1;
this.Name=string.Empty;
        }
publicvoidprintID()
        {
Console.WriteLine("ID is: {0}", this.ID);
        }
```

```
        public void printName()
                {
        Console.WriteLine("Name is: {0}", this.Name);
                }
        }
}
```

Visual Studio x64 Win64 Command Prompt (2010)

```
A:\>Reflection.exe
System.String get_name
System.Void set_name
System.Int32 get_enrollment
System.Void set_enrollment
System.String get_branch
System.Void set_branch
System.Void displayName
System.Void displayEnroll
System.Void displayBranch
System.String ToString
System.Boolean Equals
System.Int32 GetHashCode
System.Type GetType

Properties
System.String name
System.Int32 enrollment
System.String branch

Constructors
Void .ctor()
Void .ctor(Int32, System.String)
Void .ctor(Int32, System.String, System.String)

A:\>
```

PRACTICAL-5

AIM :

File Handling

Program 1

Write a C# program to copy data from one file to another using StreamReader and StreamWriter class.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.IO;
namespace p2
{
class P4_1
{
public static void Main(){
string f1 = @"f1.txt";
string f2 = @"f2.txt";
using (StreamReader reader = new StreamReader(f1))
using (StreamWriter writer = new StreamWriter(f2))
writer.Write(reader.ReadToEnd());
}
}
}
```

Program 2

Write a C# Program to Read Lines from a File until the End of File is reached.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.IO;
```

```
namespace P2
{
public class CopyFile
{
public void copyFile(string f1, string f2)
{
using (StreamReader reader = new StreamReader(f1))
using (StreamWriter writer = new StreamWriter(f2))
{
string line = null;
while ((line = reader.ReadLine()) != null)
writer.WriteLine(line);
}
}
}
public class mmain{
public static void Main(){
CopyFile cp = new CopyFile();
string f1 = @"E:\Sem-6\VS\p2\p2\f1.txt";
string f2 = @"E:\Sem-6\VS\p2\p2\f2.txt";
cp.copyFile(f1,f2);
}
}
}
```

Program 3

Write a C# Program to List Files in a Directory.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.IO;
namespace p2
{
class ListFile
{
public static void Main() {
```

```
string[] Directories = Directory.GetDirectories(@"E:\Sem-6\VS");
foreach (string dir in Directories)
Console.WriteLine(dir);
string[] files = Directory.GetFiles(@"E:\Sem-6\VS");
foreach (string file in files) Console.WriteLine(file);
Console.ReadKey();
}
}
}
```

```
E:\Sem-6\VS\p2\p2>P4.3.exe

E:\Sem-6\VS\P1-master
E:\Sem-6\VS\p2
E:\Sem-6\VS\Assignment.docx
E:\Sem-6\VS\C# word.txt
E:\Sem-6\VS\Doc1.docx
E:\Sem-6\VS\P1-master.zip
E:\Sem-6\VS\p1.cs
E:\Sem-6\VS\p1.exe
E:\Sem-6\VS\VS.docx
E:\Sem-6\VS\~$VS.docx
```

PRACTICAL-6

AIM :

Windows Form Application

Program 1

Create Windows Form Application for Student Registration and store student Details in Database.

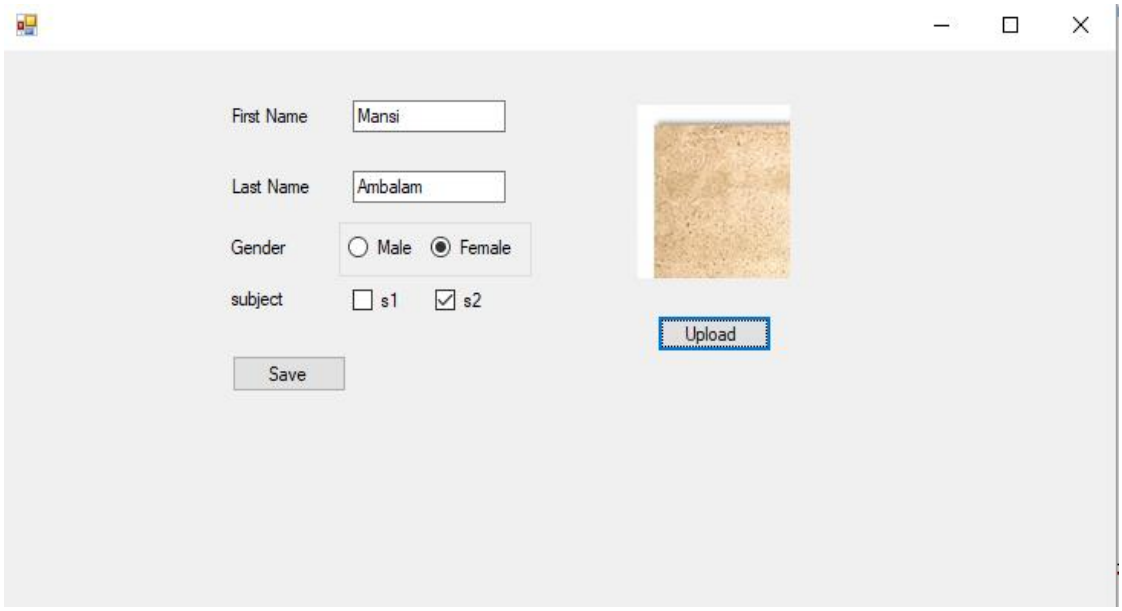
```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;
using System.Data.SqlClient;
using System.IO;
namespace StudentForm
{
public partial class Form1 : Form
{
string imgPath;
public Form1()
{
InitializeComponent();
}
private void btnsave_Click(object sender, EventArgs e)
{
string gen = null;
string subject = null;
if (genMale.Checked == true) {
gen = "m";
}
if (genFemale.Checked == true) {
gen = "f";
}
```

```
if (ck1.Checked == true) {
subject = subject + " s1";
}
if (ck2.Checked == true) {
subject = subject + " s2";
}
string source = @"Data Source=Mishil-Patel\SQLExpress;Initial
Catalog=DemoDb;Integrated Security=True;Pooling=False";
string insert = "insert into tblstudent (fname,lname,gender,subject,imgStudent)
values ('" + txtfname.Text + "','" + txtlname.Text + "','" + gen + "','" + subject +
"','" + (imgPath == null ? "" : imgPath) + "')";
//MessageBox.Show(insert);
//string insert = "insert into tblstudent(fname) values ('jhgjh')";
SqlConnection conn = new SqlConnection(source);
SqlCommand cmd = new SqlCommand(insert,conn);
conn.Open();
int i = cmd.ExecuteNonQuery();
conn.Close();
}
private void Form1_Load(object sender, EventArgs e)
{
}
private void btnimg_Click(object sender, EventArgs e)
{
openFileDialog1.Filter = "Jpg|*.jpg";
if (openFileDialog1.ShowDialog() == DialogResult.OK)
{
imgPath = openFileDialog1.SafeFileName;
pictureBox.Image = Image.FromFile(openFileDialog1.FileName);
//MessageBox.Show(imgPath);
}
}
}
}
```

Program.cs:

```
using System;
```

```
using System.Collections.Generic;
using System.Linq;
using System.Windows.Forms;
namespace StudentForm
{
static class Program
{
/// <summary>
/// The main entry point for the application.
/// </summary>
[STAThread]
static void Main()
{
Application.EnableVisualStyles();
Application.SetCompatibleTextRenderingDefault(false);
Application.Run(new Form1());
}
}
}
```



PRACTICAL-7

AIM :

ASP.NET Validation

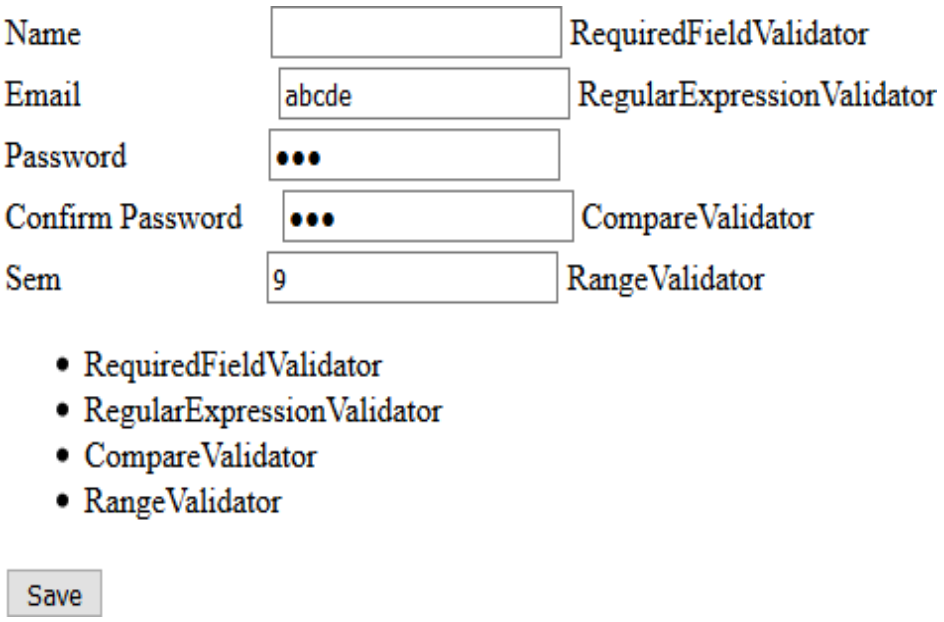
Program 1

RequiredFieldValidator, CompareValidator, RegularExpressionValidator, CustomValidator, RangeValidator ,ValidationSummary

```
<%@ Page Title="Home Page" Language="C#" AutoEventWireup="true"
CodeBehind="Default.aspx.cs" Inherits="WebApplication2._Default" %>
<form id="form1" runat="server">
<div>
<table>
<tr>
<td>
<asp:Label runat="server" Text="Name"></asp:Label>
              
        
<asp:TextBox ID="txtname" runat="server" ></asp:TextBox>
<asp:RequiredFieldValidator ID="RequiredFieldValidator1" runat="server"
ControlToValidate="txtname"
ErrorMessage="RequiredFieldValidator"></asp:RequiredFieldValidator>
<br />
</td>
</tr>
<tr>
<td>
<asp:Label ID="Email" runat="server" Text="Email"></asp:Label>
              
         
<asp:TextBox ID="txtemail" runat="server"></asp:TextBox>
<asp:RegularExpressionValidator ID="RegularExpressionValidator1" runat="server"
ErrorMessage="RegularExpressionValidator"
ValidationExpression="\w+([-+.']\w+)*@\w+([-.]\w+)*\.\w+([-.]\w+)*"
ControlToValidate="txtemail"></asp:RegularExpressionValidator>
<br />
```

```
</td>
</tr>
<tr>
<td>
<asp:Label ID="Label3" runat="server" Text="Password"></asp:Label>
              
  
<asp:TextBox ID="txtpass" runat="server" TextMode="Password"></asp:TextBox>
<br />
</td>
</tr>
<tr>
<td>
<asp:Label ID="Label4" runat="server" Text="Confirm Password"></asp:Label>
   
<asp:TextBox ID="txtcpass" runat="server" TextMode="Password"></asp:TextBox>
<asp:CompareValidator ID="CompareValidator1" runat="server"
ControlToCompare="txtcpass" ControlToValidate="txtpass"
ErrorMessage="CompareValidator"></asp:CompareValidator>
<br />
</td>
</tr>
<tr>
<td>
<asp:Label ID="Label5" runat="server" Text="Sem"></asp:Label>
              
          
<asp:TextBox ID="txtsem" runat="server"></asp:TextBox>
<asp:RangeValidator ID="RangeValidator1" runat="server"
ControlToValidate="txtsem" ErrorMessage="RangeValidator" MaximumValue="8"
MinimumValue="1"></asp:RangeValidator>
<br />
<asp:ValidationSummary ID="ValidationSummary1" runat="server" />
</td>
</tr>
<tr>
<td>
```

```
<asp:Button ID="Button1" runat="server" Text="Save" />
</td>
</tr>
</table>
</div>
</form>
```



PRACTICAL-8

AIM :

Master Pages

Program 1

Site1.Master:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web;
using System.Web.UI;
using System.Web.UI.WebControls;
namespace WebApplication1
{
public partial class Site1 : System.Web.UI.MasterPage
{
protected void Page_Load(object sender, EventArgs e)
{ }
public Label LblHeader {
get {
return lblheader;
} }
public Button BtnSearch {
get {
return btnsearch;
} }
public TextBox TxtSearch {
get {
return txtsearch;
} } } }
```

WebForm1.aspx:

```
<%@ Page Title="" Language="C#" MasterPageFile="~/Site1.Master"
AutoEventWireup="true" CodeBehind="WebForm1.aspx.cs"
Inherits="WebApplication1.WebForm1" %>
```

```
<asp:Content ID="Content1" ContentPlaceHolderID="ContentPlaceHolder1"
runat="server">
<asp:TextBox ID="txtname" runat="server" ></asp:TextBox>
<asp:Button ID="Button1" runat="server" Text="Set Header" onclick="Button1_Click" />
</asp:Content>
```

WebForm.aspx.cs:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web;
using System.Web.UI;
using System.Web.UI.WebControls;
namespace WebApplication1
{
public partial class WebForm1 : System.Web.UI.Page
{
protected void Page_Load(object sender, EventArgs e)
{ }
protected void Button1_Click(object sender, EventArgs e)
{
((Site1)Master).LblHeader.Text = txtname.Text;
} } }
```

jkjk

jkjk Button

Program 2

WebForm2.aspx:

```
<%@ Page Title="" Language="C#" MasterPageFile="~/Site1.Master"
AutoEventWireup="true" CodeBehind="WebForm2.aspx.cs"
Inherits="WebApplication1.WebForm2" %>
<asp:Content ID="Content2" ContentPlaceHolderID="ContentPlaceHolder1"
runat="server">
<asp:GridView ID="grdstudent" runat="server">
</asp:GridView>
</asp:Content>
```

WebForm2.aspx.cs:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web;
using System.Web.UI;
using System.Web.UI.WebControls;
using System.Data.SqlClient;
namespace WebApplication1
{
public partial class WebForm2 : System.Web.UI.Page
{
protected void Page_Init(object sender, EventArgs e)
{
((Site1)Master).BtnSearch.Click += new EventHandler(BtnSearch_Click);
}
void BtnSearch_Click(object sender, EventArgs e) {
getData();
}
protected void Page_Load(object sender, EventArgs e)
{
}
void getData() {
```

```
string s= ((Site1)Master).TxtSearch.Text;
Console.WriteLine(s);
string source = @"Data Source=Mishil-Patel\SQLExpress;Initial
Catalog=DemoDb;Integrated Security=True;Pooling=False";
string select = "select * from tblstudent where fname like '%"+
((Site1)Master).TxtSearch.Text + "%'";
SqlConnection con = new SqlConnection(source);
SqlCommand cmd = new SqlCommand(select, con);
con.Open();
SqlDataReader rdr = cmd.ExecuteReader();
grdstudent.DataSource = rdr;
grdstudent.DataBind();
con.Close();
}
}
}
```

Header

search

A

pkstudent	fname	lname	gender	subject	imgStudent
22	ABC	AAA	f	s1	IMG-20170326-WA0009.jpg

Footer

PRACTICAL-9

AIM:

Web Services
Program 1
Create web service & consume it

WebService1.asmx.cs:

```
using System;
using
System.Collections.Generic;
using System.Linq;
using System.Web;
using System.Web.Services;

namespace Service
{
    [WebService(Namespace = "http://tempuri.org/")]
    [WebServiceBinding(ConformsTo = WsiProfiles.BasicProfile1_1)]
    [System.ComponentModel.ToolboxItem(false)]

    public class WebService1 : System.Web.Services.WebService
    {

        [WebMethod]
        public string HelloWorld()
        {
            return "Hello World";
        }
        [WebMethod]
        public int Add(int a, int b)
        {
            return a + b;
        }
        [WebMethod]
        public int Sub(int a, int b)
        {
            return a - b;
        }
        [WebMethod]
        public int Mul(int a, int b)
        {
            return a * b;
        }
        [WebMethod]
        public int Div(int a, int b)
        {
            return a / b;
        }
    }
}
```

WebForm1.aspx:

```
<%@ Page Language="C#" AutoEventWireup="true" CodeBehind="WebForm1.aspx.cs"
Inherits="WebService.WebForm1" %>

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">

<html xmlns="http://www.w3.org/1999/xhtml">
<head runat="server">
<title></title>
</head>
<body>
<form id="form1" runat="server">
<div>

<asp:TextBox ID="txtA" runat="server"></asp:TextBox>
<asp:RequiredFieldValidator ID="RequiredFieldValidator1" runat="server"
ControlToValidate="txtA"
ErrorMessage="RequiredFieldValidator"></asp:RequiredFieldValidator>
<asp:RegularExpressionValidator ID="RegularExpressionValidator2" runat="server"
ControlToValidate="txtA" ErrorMessage="RegularExpressionValidator"
ValidationExpression="^[0-9]+"></asp:RegularExpressionValidator>
<br />
<asp:TextBox ID="txtB" runat="server"></asp:TextBox>
<asp:RequiredFieldValidator ID="RequiredFieldValidator2" runat="server"
ControlToValidate="txtB"
ErrorMessage="RequiredFieldValidator"></asp:RequiredFieldValidator>
<asp:RegularExpressionValidator ID="RegularExpressionValidator1" runat="server"
ControlToValidate="txtB" ErrorMessage="RegularExpressionValidator"
ValidationExpression="^[0-9]+"></asp:RegularExpressionValidator>
<br />
<asp:Button ID="btnadd" runat="server" onclick="btnadd_Click" Text="Add" />
<asp:Button ID="btnsub" runat="server" onclick="btnsub_Click" Text="Sub" />
<asp:Button ID="btnmul" runat="server" onclick="btnmul_Click" Text="Mul" />
<asp:Button ID="btndiv" runat="server" onclick="btndiv_Click" Text="Div" />
<br />
<asp:Label ID="lblresult" runat="server" Text="Result"></asp:Label>

</div>
</form>
</body>
</html>
```

WebForm1.aspx.cs:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web; using
System.Web.UI;
using System.Web.UI.WebControls;
```

```
namespace WebService
{

    public partial class WebForm1 : System.Web.UI.Page
    {
        localhost.WebService1 calc = new localhost.WebService1();

        protected void Page_Load(object sender, EventArgs e)
        {

        }

        protected void btnadd_Click(object sender, EventArgs e)
        {
             lblresult.Text = calc.Add(Convert.ToInt16(txtA.Text),
             Convert.ToInt16(txtB.Text)).ToString();
        }

        protected void btnsub_Click(object sender, EventArgs e)
        {
             lblresult.Text =
             calc.Sub(Convert.ToInt16(txtA.Text),
             Convert.ToInt16(txtB.Text)).ToString();
        }

        protected void btnmul_Click(object sender, EventArgs e)
        {
             lblresult.Text =
             calc.Mul(Convert.ToInt16(txtA.Text),
             Convert.ToInt16(txtB.Text)).ToString();
        }

        protected void btndiv_Click(object sender, EventArgs e)
        {
             lblresult.Text =
             calc.Div(Convert.ToInt16(txtA.Text),
             Convert.ToInt16(txtB.Text)).ToString();
        }
    }
}
```